
Subject: how to display moving text has any idea?
Posted by [akebee](#) on Fri, 22 Jun 2012 02:26:46 GMT
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such as fly text, the text is moving on the window.

how to achieve it?

The only way I can think of to achieve this is
drawtext in ::Paint and change the text in other Timer callback,
has any idea?

Subject: Re: how to display moving text has any idea?
Posted by [koldo](#) on Fri, 22 Jun 2012 05:55:43 GMT
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Hello Akebee

Quote: The only way I can think of to achieve this is
drawtext in ::Paint and change the text in other Timer callback

For me it is the simplest way. However perhaps there is a softer way.

Subject: Re: how to display moving text has any idea?
Posted by [Mindtraveller](#) on Sun, 24 Jun 2012 16:51:23 GMT
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If you want *good* and 100% guaranteed unflickered animation you SHOULD bypass system GUI drawing. This means using OpenGL/DirectX.
OpenGL is more portable way and it is supported by U++.

Subject: Re: how to display moving text has any idea?
Posted by [akebee](#) on Mon, 25 Jun 2012 12:28:24 GMT
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i think i should still try timercallback
its simple

Subject: Re: how to display moving text has any idea?
Posted by [koldo](#) on Mon, 25 Jun 2012 15:50:25 GMT
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Hello Akebee

It is a good choose.

In addition to Mindtraveller advice, in Example/SDLExample and in Bazaar/SDLCtrl_demo you have nice examples of softly scrolling texts even with effects.

Subject: Re: how to dispaly moving text has any idea?

Posted by [mirek](#) on Fri, 29 Jun 2012 12:43:40 GMT

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akebee wrote on Thu, 21 June 2012 22:26such as fly text,the text is moving on the window.

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Yep, this is the simplest way, check examples/AnimatedHello.
